Congratulations on purchasing your new Roboboa™ from Wowwee, a cool sci-fi tech toy with mood and mobility. Combining advanced A.I. animations with lights, vision, and sound, Roboboa is a smart desk light, wake-up alarm, scanning room guard, disco marquee, roving tank, safety light, playful cannon, and friendly and attentive “alien” robot. Fun and useful for the whole family!

Please read these instructions carefully for details on how to get the most out of your Roboboa.

**Package contents**
- 1 x Roboboa
- 1 x Remote controller
- This user manual
Welcome

Congratulations on purchasing your new Roboboa™ from Wowwee, a cool sci-fi tech toy with mood and mobility. Combining advanced A.I. animations with lights, vision, and sound, Roboboa is a smart desk light, wake-up alarm, scanning room guard, disco marquee, roving tank, safety light, playful cannon, and friendly and attentive “alien” robot. Fun and useful for the whole family!

Please read these instructions carefully for details on how to get the most out of your Roboboa.

Package contents
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1 x Remote controller
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Getting started
To use your Roboboa, insert batteries (see below), place him on a large level surface with his battery compartments facing downwards, turn him on, and explore some of his functions from the Button overview table (see page 6). Read on for full details about your grooving, roving, attentive robot friend.

Battery details
This section deals with battery information for your Roboboa and his remote controller.

Roboboa battery requirements
Your Roboboa is powered by 4 x “D” size batteries (not included).

Battery installation
Before installing or changing batteries, be sure the power button located on the robot’s tail is in the OFF position (see page 7).

1. Remove the battery compartment covers using a Phillips screwdriver (not included).
2. Insert batteries into Roboboa as illustrated in the diagram.
3. Replace the battery covers and all screws.

Low power
When Roboboa’s batteries are low, the LEDs on Roboboa’s face will continuously pulse with a hiss sound. When this happens, you need to replace all robot batteries.

Remote controller battery requirements
Roboboa’s remote controller is powered by 4 x “AAA” size batteries (not included).

Battery installation
To install the batteries in Roboboa’s remote controller:
1. Remove the battery compartment cover using a Philips screwdriver (not included).
2. Insert batteries into the controller as illustrated in the diagram.
3. Replace the battery cover and lightly tighten the holding screw.

Low power
If Roboboa is not responding well to controller commands, you might need to replace the controller batteries.

ATTENTION: Important battery information
• Replace all batteries at the same time with new batteries of the same type, size, and brand.
• Use only fresh batteries of required size and recommended type.
• Do not mix old and new batteries, different brands of batteries (standard Carbon-Zinc, Alkaline or rechargeable), or rechargeable batteries of different capacities.
• Respect the correct contact and battery polarities, (+) and (-).
• Rechargeable batteries must be charged under adult supervision.
• Do not attempt to recharge non-rechargeable batteries.
• Do not burn or incinerate used batteries.
• Do not short-circuit battery terminals.
• Remove exhausted batteries from Roboboa to avoid leakage damage.
• Batteries should be replaced under adult supervision.
• Remove batteries if the toy is not going to be played with for some time.
• Rechargeable batteries must be removed from the toy before being charged.

<table>
<thead>
<tr>
<th>Battery type</th>
<th>Voltage</th>
<th>Recommended</th>
</tr>
</thead>
<tbody>
<tr>
<td>“D” size</td>
<td>1.5V</td>
<td>LR20/UM1</td>
</tr>
<tr>
<td>“AAA” size</td>
<td>1.5V</td>
<td>LR03UM4</td>
</tr>
</tbody>
</table>

---

On/Off button
Light sensor
Casters
Motorized tail wheel
IR receiver
IR transmitters
Mode light button
Animation face lights
Bottom view of Roboboa™ body
Bottom view of remote controller
Getting started
To use your Roboboa, insert batteries (see below), place him on a large level surface with his battery compartments facing downwards, turn him on, and explore some of his functions from the Button overview table (see page 6).

Read on for full details about your grooving, roving, attentive robot friend.

Battery details
This section deals with battery information for your Roboboa and his remote controller.

Roboboa battery requirements
Your Roboboa is powered by 4 x “D” size batteries (not included).

Battery installation
Before installing or changing batteries, be sure the power button located on the robot’s tail is in the OFF position (see page 7).

1. Remove the battery compartment covers using a Phillips screwdriver (not included).
2. Insert batteries into Roboboa as illustrated in the diagram.
3. Replace the battery covers and all screws.

Low power
When Roboboa’s batteries are low, the LEDs on Roboboa’s face will continuously pulse with a hiss sound. When this happens, you need to replace all robot batteries.

Remote controller battery requirements
Roboboa’s remote controller is powered by 4 x “AAA” size batteries (not included).

Battery installation
To install the batteries in Roboboa’s remote controller:
1. Remove the battery compartment cover using a Phillips screwdriver (not included).
2. Insert batteries into the controller as illustrated in the diagram.
3. Replace the battery cover and lightly tighten the holding screw.

Low power
If Roboboa is not responding well to controller commands, you might need to replace the controller batteries.

ATTENTION: Important battery information
• Replace all batteries at the same time with new batteries of the same type, size, and brand.
• Use only fresh batteries of required size and recommended type.
• Do not mix old and new batteries, different brands of batteries (standard Carbon-Zinc, Alkaline or rechargeable), or rechargeable batteries of different capacities.
• Respect the correct contact and battery polarities, (+) and (-).
• Rechargeable batteries must be charged under adult supervision.
• Do not attempt to recharge non-rechargeable batteries.
• Do not burn or incinerate used batteries.
• Do not short-circuit battery terminals.
• Remove exhausted batteries from Roboboa to avoid leakage damage.
• Batteries should be replaced under adult supervision.
• Remove batteries if the toy is not going to be played with for some time.
• Rechargeable batteries must be removed from the toy before being charged.
Controller Overview

Power on / off / Stop and reset / Aware mode

Roboboa’s power button is located in the center of his tail wheel. To turn him on or off, toggle the power button by pressing it. Roboboa will reset himself and automatically enter Aware mode.

Stop and reset

You can reset Roboboa to Aware mode by pressing the Stop button again. Roboboa will return to the default (start-up) position no matter what position he was in. While resetting, his eyes will only show a steady orange color, and then enter the yellow-eyed Aware mode when he’s ready.

Aware mode

In Aware mode, Roboboa will pay attention to objects in front of him up to several feet away. He might react to these objects in one of the following ways:

- Flinch response: If Roboboa sees an object pass by his face quickly, he will emit a surprised sound.
- Follow response: If an object stays within view for a second or more, he will emit a recognizing sound and then track it as it moves.
- Frustration response: If an object stays too close to his face for too long, then Roboboa will turn away.
- Scanning response: When left alone, Roboboa will scan around for something interesting to look at.
- Timeout response: If Roboboa is not disturbed for about 2 hours, he will fold up and go to sleep (see page 16).

NOTE: Always point the controller at the Roboboa’s face when controlling him.
Controller Overview

- **Power on / off**
  - Roboboa’s power button is located in the center of his tail wheel. To turn him on or off, toggle the power button by pressing it. Roboboa will reset himself and automatically enter Aware mode.

- **Stop and reset**
  - **Stopping Roboboa**
    - To freeze Roboboa in place, press the entire remote-control directional pad inwards for Stop. He will remain still for about 2 minutes, and then re-enter Aware mode.
  - **Resetting Roboboa**
    - You can reset Roboboa to Aware mode by pressing the Stop button again. Roboboa will return to the default (start-up) position no matter what position he was in. While resetting, his eyes will only show a steady orange color, and then enter the yellow-eyed Aware mode when he’s ready.

- **Aware mode**
  - In Aware mode, Roboboa will pay attention to objects in front of him up to several feet away. He might react to these objects in one of the following ways:
    - **Flinch response:** If Roboboa sees an object pass by his face quickly, he will emit a surprised sound.
    - **Follow response:** If an object stays within view for a second or more, he will emit a recognizing sound and then track it as it moves.
    - **Frustration response:** If an object stays too close to his face for too long, then Roboboa will turn away.
    - **Scanning response:** When left alone, Roboboa will scan around for something interesting to look at.
    - **Timeout response:** If Roboboa is not disturbed for about 2 hours, he will fold up and go to sleep (see page 16).

**NOTE:** Always point the controller at the Roboboa’s face when controlling him.
Mode Light button

You can press the Mode Light button on top of the Roboboa's head to stop him in place, and then enter one of three different Lighting modes: Spotlight, Wide, and Full.

When Roboboa is in these Lighting modes, he cannot see or move by himself. However, he will revert back to Aware mode after about 1 hour if he does not receive a signal or any other input.

**NOTE:** If you hold this button down for more than 2 seconds, Roboboa will enter Safety Light mode where he will turn his lights on anything shown in front of him. (For more details, see page 13).

Remote controller functions overview

Most of the Roboboa functions can be controlled from his multi-function remote controller.

Roboboa's remote controller can be used by right or left handed users. You can lay it flat, on its side, or even use it as a smart flashlight. Each of the buttons on the remote controller can be used for more than one function.

**Note:** Both the small Mode button and the large Mode button on the remote controller have the same function for left or right hand use.

Remote controller quick reference

The following is a quick reference guide to remote controller functions:

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instant commands</td>
<td>Press any action button quickly once. Example: press the Demo button.</td>
</tr>
<tr>
<td>Held commands</td>
<td>Press and hold any action button for more than 2 seconds. Example: press and hold the Demo button to get Party mode.</td>
</tr>
<tr>
<td>Mode commands</td>
<td>Press and hold the Mode button, then press any action button within 2 seconds. Example: Hold the Mode button down then press the Demo button to change the volume.</td>
</tr>
</tbody>
</table>

Remote controller quick reference

- Switches the LEDs between 4 modes.
- (Hold for 2 seconds) Light turns on if sees something, but does not track, like a Safety light.
- Press once for STOP, press again for RESET.
- HOLDS position as a sun-activated nightlight.
- 8 direction action trackpad.
- Toggles trackpad between Head/Neck and Body/Tail movements
- Reset robot to default
- Machine gun round
- Follow and light moving things
- Search area for objects
- Lazer shot
- Let's check this crib out
- Fold up sleep
- Cannon round
- Set future alarm time up to 16 hours
- Same time every day
- Test alarm
- Tabletop machine gun guard mode
- Spinning guard mode
- Roving guard mode
- Disco dance demonstration
- Waving disco party marquee
- Set volume
- Let's check this crib out
- Fold up sleep
- Cannon round
- Let's check this crib out
- Fold up sleep
- Cannon round
- Set future alarm time up to 16 hours
- Same time every day
- Test alarm
- Tabletop machine gun guard mode
- Spinning guard mode
- Roving guard mode
- Back one prog step
Mode Light button
You can press the Mode Light button on top of the Roboboa’s head to stop him in place, and then enter one of three different Lighting modes: Spotlight, Wide, and Full.

When Roboboa is in these Lighting modes, he cannot see or move by himself. However, he will revert back to Aware mode after about 1 hour if he does not receive a signal or any other input.

**NOTE:** If you hold this button down for more than 2 seconds, Roboboa will enter Safety Light mode where he will turn his lights on anything shown in front of him. (For more details, see page 13).

Remote controller functions overview
Most of the Roboboa functions can be controlled from his multi-function remote controller.

Roboboa’s remote controller can be used by right or left handed users. You can lay it flat, on its side, or even use it as a smart flashlight. Each of the buttons on the remote controller can be used for more than one function:

**Note:** Both the small Mode button and the large Mode button on the remote controller have the same function for left or right hand use.

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<td>Press and hold the Mode button, then press any action button within 2 seconds. Example: Hold the Mode button down then press the Demo button to change the volume.</td>
</tr>
</tbody>
</table>
Remote controller directional pad

By default the remote controller’s directional pad provides eight control directions for your robot’s head and neck.

The directional pad also controls the body and tail movements using the Tail / Head button (See page 14).

The directional pad also provides 4 roving & 4 lighting actions using the Mode button (See page 13).

NOTE: Moving the Roboboa with the remote is like directing an actor on a stage: actions are opposite to the robot’s left and right, making him more natural for you to control from the front.

HINT: As your Roboboa twists in any direction, rotating the remote controller along with his movements is a good way to keep him in sync with your commands.

---

**Miscellaneous directional pad functions**

This section describes miscellaneous functions of the directional pad on the Roboboa remote controller.

**Stop function**

Press the red dot on the directional pad all the way inwards to activate the Stop function.

The following table lists more Stop functions:

<table>
<thead>
<tr>
<th>Function</th>
<th>First Stop</th>
<th>Second Stop</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description</td>
<td>Press the Stop button once to halt the robot in its tracks. He will not move or see but you’ll be able to move him from the remote. If he receives no more signals from the remote controller, he resets to Aware mode after about 2 minutes.</td>
<td>Press the Stop button to Reset him to his default position and enter Aware mode. While he is resetting to his default position, his eyes glow orange. During a reset, he will unfold from any position he was in previously to the default position (see page 7).</td>
</tr>
</tbody>
</table>

**Indicators**

- **HEAD LEFT**
- **HEAD RIGHT**
- **UPPER RIGHT**
- **UPPER LEFT**
- **NECK RIGHT**
- **NECK LEFT**
- **TAIL BACKWARD**
- **TAIL FORWARD**
- **BODY UP**

---

**Hold function**

The Hold function turns your robot into a smart night light. The light sensor is located on the back of the robot’s neck.

**Indicators**

- **HEAD RIGHT**
- **UPPER LEFT**
- **DOWN LEFT**
- **HEAD LEFT**
- **NECK RIGHT**
- **NECK LEFT**
- **UPPER RIGHT**
- **DOWN RIGHT**

The following table outlines the Hold function:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold</td>
<td>Press and hold the directional pad inward completely for more than 2 seconds to activate the Hold function. Doing this turns Roboboa into a darkness-activated desk lamp, turning up his lights in the dark and lowering them in the light.</td>
</tr>
<tr>
<td></td>
<td>If the room is bright, his face flashes as above, but when the room goes dark his entire face lights up, as shown, for about 6 hours.</td>
</tr>
</tbody>
</table>

**When in Hold mode, your robot stops moving and turns off all his face lights to save power. You can tell your robot is in Hold mode because his smile flashes every few seconds.**

**IMPORTANT:** When Roboboa is in Hold mode, he will not power down on his own. Roboboa can last for many days in Hold mode on fresh batteries, but make sure to turn him off when not in use.
Miscellaneous directional pad functions / Stop function / Hold function

This section describes miscellaneous functions of the directional pad on the Roboboa remote controller.

Stop function
Press the red dot on the directional pad all the way inwards to activate the Stop function.

The following table lists more Stop functions:

<table>
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<tr>
<th>Description</th>
<th>Indicators</th>
</tr>
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<td></td>
</tr>
<tr>
<td>Press the Stop button to Reset him to his default position and enter Aware mode. While he is resetting to his default position, his eyes glow orange. During a reset, he will unfold from any position he was in previously to the default position (see page 7).</td>
<td></td>
</tr>
</tbody>
</table>

When you press the stop command, Roboboa will exit from any action except Program. (In Program, the Stop command acts as a half-second delay in the program sequence see page 17.)

Hold function
The Hold function turns your robot into a smart night light. The light sensor is located on the back of the robot’s neck.

The following table outlines the Hold function:

<table>
<thead>
<tr>
<th>Function</th>
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<td></td>
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<td></td>
</tr>
</tbody>
</table>

When in Hold mode, your robot stops moving and turns off all his face lights to save power. You can tell your robot is in Hold mode because his smile flashes every few seconds.

IMPORTANT: When Roboboa is in Hold mode, he will not power down on his own. Roboboa can last for many days in Hold mode on fresh batteries, but make sure to turn him off when not in use.
Shutdown function

Turn your robot completely off from the remote control. The following table describes the Shutdown function.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Indicator</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shutdown</td>
<td>Hold Mode then press the Stop button within 2 seconds. This causes your robot to completely power down.</td>
<td>Shutdown sound</td>
</tr>
</tbody>
</table>

Roboboa will emit a Shutdown sound to confirm that he is completely shut down. You can only wake him up by toggling the power button on the robot's tail OFF then back ON.

Mode light function:

This mode turns your robot into a remote-controlled spotlight with three-brightness levels. This section describes Mode light function available on the remote controller.

You can enable the light mode by pressing the Mode button on the remote controller, or the Mode light button on the Roboboa's head. When you press any of these buttons, all motors, sensors, and awareness on Roboboa stop, and he stays where you point him from the remote.

The following table describes the Mode light function:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Indicators</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mode light</td>
<td>Firmly press the Mode button on the remote controller once. Mode light bottles your robot into a remote-controlled spotlight. The Mode button freezes your robot in place and cycles lights through four brightness modes: Spotlight, Wide, Full and Off (Aware mode). Each time you press the Light mode button you can press on the directional pad to point him anywhere.</td>
<td>SP OT WIDE FULL OF (AWARE mode)</td>
</tr>
</tbody>
</table>

Mode lighting stays on for about 1 hour after you press any Mode button or change brightness. After that, the robot defaults to Aware mode.

Safety light mode

Press and hold the Mode button on the remote controller or on top of the Roboboa’s head for more than 2 seconds. Roboboa can act like a stationary back yard safety light, turning on his lights when anything disturbs his focused forward beam.

Roboboa indicates that he is in Safety mode when his mouth flashes red very few seconds after you press the Mode button. When Roboboa detects an object in front of his face, he powers on his face lights as shown.

When Roboboa is in Safety mode, he will "autorange" his vision beam to the nearest object about 5 feet (1.5 meters) away, counting in 6 equal beats. This means if you point him at a near wall or object, he’ll automatically figure out the distance and trigger on anything that gets closer than that.

CAUTION: Safety mode never times out as long as the robot has power. Your robot will remain functional for many days in SAFETY mode on fresh batteries, but remember to turn him OFF if he is not used for extended periods.

Remote flashlight mode

Press the Mode button on the remote controller twice quickly. The remote controller turns into a flashlight useful for finding your Roboboa in the dark. Press either the Mode button twice quickly to turn the light on, and twice again to turn off, or press Stop. The light will also fade off by itself after 5 minutes.

Mode functions

You can also use the 8 Mode actions on the remote controller as shortcuts to roving and lighting actions:

To access any of the Mode functions, press and hold the Mode button, and then press any direction on the directional pad, as follows:

CAUTION: If he sees something in front of him when travelling forward, he will stop to avoid hitting it.
Shutdown function

Turn your robot completely off from the remote control.

The following table describes the Shutdown function:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
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You can enable the light mode by pressing the Mode button on the remote controller, or the Mode light button on the Roboboa’s head.

When you press any of these buttons, all motors, sensors, and awareness on Roboboa stop, and he stays where you point him from the remote.

The following table describes the Mode light function:

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mode light</td>
<td>Firmly press the Mode button on the remote controller once. Mode light function turns your robot into a remote-controlled spotlight. The Mode button freezes your robot in place and cycles lights through four brightness modes: Spotlight, Wide, Full and Off (Aware mode). Each time you press the Light mode button you can press on the directional pad to point him anywhere.</td>
</tr>
</tbody>
</table>

Mode lighting stays on for about 1 hour after you press any Mode button or change brightness. After that, the robot defaults to Aware mode.

Safety light mode

Press and hold the Mode button on the remote controller or on top of the Roboboa’s head for more than 2 seconds. Roboboa can act like a stationary back yard safety light, turning on his lights when anything disturbs his focused vision beam.

Roboboa indicates that he is in Safety mode when his mouth flashes red every few seconds as shown.

When Roboboa detects an object in front of his face, he powers on his face lights as shown.

When Roboboa is in Safety mode, he will "autorange" his vision beam to the nearest object about 5 feet (1.5 meters) away, counting in 6 equal beats. This means if you point him at a near wall or object, he’ll automatically figure out the distance and trigger on anything that gets closer than that.

CAUTION: Safety mode never times out as long as the robot has power. Your robot will remain functional for many days in SAFETY mode on fresh batteries, but remember to turn him OFF if he is not used for extended periods.

Remote flashlight mode

Press the Mode button on the remote controller twice quickly. The remote controller turns into a flashlight useful for finding your Roboboa in the dark. Press either the Mode button twice quickly to turn the light on, and twice again to turn off, or press Stop. The light will also fade off by itself about 5 minutes.

Mode functions

You can also use the 8 Mode actions on the remote controller as shortcuts to roving and lighting actions:

To access any of the Mode functions, press and hold the Mode button, and then press any direction on the directional pad, as follows:

CAUTION: If he sees something in front of him when travelling forward, he will stop to avoid hitting it.
**Tail / Head function**

Control the upper and lower parts of your Roboboa from the same trackpad. This section describes the Tail / Head button function and is as follows:

- **Note:** During Tail Mode the red LED lights up on the remote control.

**Reset function**

This section describes the Reset function and is outlined in the following table:

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset</td>
<td>Press and hold the Tail / Head button for more than 2 seconds</td>
<td>Resets your Roboboa to default position, clearing all alarms, volume settings, and program memories to their power-on defaults.</td>
</tr>
</tbody>
</table>

**Strafing**

This function fires off a short ‘machine-gun’ round at whatever is directly in front of the Roboboa’s face. Short light and sound at friends, toys, pets, or other Wowwee robots and watch them react! Secret codes embedded in the animations directly activates functions in prior Wowwee technology.

- **Strafe.** Used for stimulating Robopet™, Roboquad™, and other Roboboa.
- **Lazer** Used for stimulating Roboraptor™ and Roboreptile™.
- **Cannon.** Used for stimulating bigger game like Robosapien™ and Robosapien™ V2.

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strafe</td>
<td>Hold Mode, then press the Tail / Head button within 2 seconds</td>
<td>Roboboa shoots lights over a wide area.</td>
</tr>
<tr>
<td>Lazer</td>
<td>Hold Mode, then press the Track button within 2 seconds</td>
<td>A few animated laser shots at whatever’s in front of the robot's face. Good for interacting with Roboraptor and Roboreptile.</td>
</tr>
<tr>
<td>Cannon</td>
<td>Hold Mode, then press the Explore button within 2 seconds</td>
<td>“Ka-Boom!” at the press of a button. Useful for activating Wowwee humans like the Robo sapien, and the Robo sapien V2.</td>
</tr>
</tbody>
</table>

**Track mode**

Ever needed someone to “move that light here”? In Track mode, Roboboa searches for objects with his lights on full, then follows them as they move (like your hands while fixing a flat tire in the dark).

If your Roboboa finds nothing in view, then he will continue to look around with his lights on until he does find something to look at. He will do this for about 10 minutes before returning back to aware mode.

**Scan mode**

In Scan mode, Roboboa searches an entire room for something else to look at other than what he is currently staring at.

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scan</td>
<td>Press and hold the Track button for more than 2 seconds</td>
<td>Your Roboboa scans the whole room for nearby objects from left to right, and takes an interest in what he finds. Useful for getting the robot to look elsewhere when he gets fixated on just one thing. If he sees nothing, then he uses his confusion.</td>
</tr>
</tbody>
</table>

**Alarm modes**

This section describes the alarm modes you can set on Roboboa from the remote controller. You can set Roboboa in one of three Alarm modes: Alarm Set, Daily alarm and Test alarm.

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alarm Set function</td>
<td>Press the Alarm button for each hour you want to “timeshift” the alarm, that is, to set the alarm.</td>
<td>Roboboa will confirm each press of the button with a ding noise. Press the Alarm button as many hours as you need to (up to about 16 hours), then wait for about 5 seconds and he'll put himself to sleep. After the passing of equal to the number of “dings”, your Roboboa will wake up with a loud, compelling alarm.</td>
</tr>
<tr>
<td>Daily alarm function</td>
<td>Press and hold the Alarm button for more than 2 seconds</td>
<td>Want your Roboboa to wake you up at the same time every day? Set the timeshift alarm as above and press this button for four rapid pings. As long as he’s got power, he’ll wake up with an alarm at the same time every day (plus or minus a few minutes). If you have not set an alarm when you press Daily, then the robot will get confused.</td>
</tr>
<tr>
<td>Test alarm function</td>
<td>Hold MODE then press the Alarm button for more than 2 seconds</td>
<td>See and hear your Roboboa's waking alarm.</td>
</tr>
</tbody>
</table>

**Explores mode**

Roboboa roves around to have a look around, genuinely curious about what you’re doing and where he lives. He’ll explore for about 10 minutes looking for near things (with a ping noise), and far things (with a bump noise).

When entering explore, the first thing he does is check twice if there is floor in front of him. If he sees nothing, he'll refuse to wander for fear of hurting himself.

Before you put him in Explore mode ensure that he is on a smooth and flat floor surface clear of walls or obstacles.
Track mode
Ever needed someone to "move that light here?" In Track mode, Roboboa searches for objects with his lights on full, then follows them as they move (like your hands while fixing a flat tire in the dark).
If your Roboboa finds nothing in view, then he will continue to look around with his lights on until he does find something to look at. He will do this for about 10 minutes before returning back to aware mode.

Scan mode
In Scan mode, Roboboa searches an entire room for something else to look at other than what he is currently staring at.

Explore mode
Roboboa roves around to have a look around, genuinely curious about what you're doing and where he lives. He'll explore for about 10 minutes looking for near things (with a ping noise), and far things (with a bump noise).
When entering Explore, the first thing he does is check twice if there is floor in front of him. If he sees nothing, he'll refuse to wander for fear of hurting himself.
Before you put him in Explore mode ensure that he is on a smooth and flat floor surface clear of walls or obstacles.

Alarm modes
This section describes the alarm modes you can set on Roboboa from the remote controller. You can set Roboboa in one of three Alarm modes: Alarm Set, Daily alarm and Test alarm.

Function | Button combination | Description
--- | --- | ---
Alarm Set function | Press the Alarm button for each hour you want to "timeshift" the alarm, that is, to set the alarm. Press the Alarm button as many hours as you need to (up to about 16 hours), then wait for about 5 seconds and he'll put himself to sleep. After the passing of hours equal to the number of "dings", your Roboboa will wake up with a loud, compelling alarm.
Daily alarm function | Press and hold the Alarm button for more than 2 seconds. Want your Roboboa to wake you up at the same time every day? Set the timeshift alarm as above and press this button for four rapid pings. As long as he's got power, he'll wake up with an alarm at the same time every day (plus or minus a few minutes).
If you have not set an alarm when you press Daily, then the robot will get confused.
Test alarm function | Hold MODE then press the Alarm button for more than 2 seconds. See and hear your Roboboa's waking alarm.
Each side, and to a range of several feet.

To activate the Guard mode, press the Guard button. When your Roboboa enters guard mode, he first “loads” himself up, then starts to scan the room for objects.

The following table outlines the Guard mode functions from the remote controller:

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>Press and hold the</td>
<td>Roboboa yawns and then folds himself into his sleep position.</td>
</tr>
<tr>
<td>Sentry</td>
<td>Press and hold the</td>
<td>A spin-in-place-shooting mode, your robot scans the nearby area for intruders and objects. Anything that falls within several feet of his face gets ray-beamed. After 12 shots, he re-loads himself and will start to spin the other way.</td>
</tr>
<tr>
<td>Patrol</td>
<td>Hold the Mode button then press the Guard button within 2 seconds. A moving patrol robot that circum-navigates anything that comes within several feet as he moves around. After 4 shots, he’ll turn around and now in another direction.</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Before activating any guard mode, be sure to place him on an open surface or floor.

NOTE: To clear your alarm, wake up your Roboboa by pressing Stop, then press Reset (hold the Tail / Head button for more than 2 seconds), or execute a Shutdown command (hold the Mode button then press Stop within 2 seconds), or power your robot Off from the power button in his tail.

When his alarm goes off, you can turn him off or Stop by pressing any Mode button.

Sleep mode

Put Roboboa to sleep so you can carry him around and all his programs and alarm settings will be remembered.

Function | Button combination | Description |
<table>
<thead>
<tr>
<th></th>
<th></th>
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</tr>
</thead>
<tbody>
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<td>A spin-in-place-shooting mode, your robot scans the nearby area for intruders and objects. Anything that falls within several feet of his face gets ray-beamed. After 12 shots, he re-loads himself and will start to spin the other way.</td>
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<td></td>
</tr>
</tbody>
</table>

NOTE: If you interact with your Roboboa once the alarm is set, he’ll interrupt whatever he’s doing to play the alarm. If you need your robot to remind you to go somewhere in two hours (for example), you can still use him as a light or for fun and he’ll remember to activate his alarm.

NOTE: If left asleep for more than 24 hours, he will enter Shutdown mode and all programs and settings will be lost unless you have pressed Daily. (See page 15)

Guard modes

Roboboa can be used as a vigilant guard that can “protect” your desk, shelf, or doorway. Guard mode scans a room from left to right at about 45 degrees on a open surface or floor.

Function | Button combination | Description |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>Press and hold the</td>
<td>Roboboa yawns and then folds himself into his sleep position.</td>
</tr>
<tr>
<td>Sentry</td>
<td>Press and hold the</td>
<td>A spin-in-place-shooting mode, your robot scans the nearby area for intruders and objects. Anything that falls within several feet of his face gets ray-beamed. After 12 shots, he re-loads himself and will start to spin the other way.</td>
</tr>
<tr>
<td>Patrol</td>
<td>Hold the Mode button then press the Guard button within 2 seconds. A moving patrol robot that circum-navigates anything that comes within several feet as he moves around. After 4 shots, he’ll turn around and now in another direction.</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: If left asleep for more than 24 hours, he will enter Shutdown mode and all programs and settings will be lost unless you have pressed Daily. (See page 15)

Demo mode

The following outlines the Demo function from the remote controller:

Function | Button combination | Description |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Demo mode</td>
<td>Press the Demo button</td>
<td>Roboboa will perform a demonstration showing his party animal side! Be sure to put on large, smooth, open surface for best performance.</td>
</tr>
</tbody>
</table>

NOTE: This function times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 10 minutes, then re-enters Aware mode.

NOTE: Patrol stops after about 10 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 120 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 12 days, then re-enters Aware mode.

NOTE: Sentry mode times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 120 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 12 days, then re-enters Aware mode.

NOTE: Sentry mode times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 120 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 12 days, then re-enters Aware mode.

NOTE: Sentry mode times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 120 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 12 days, then re-enters Aware mode.

NOTE: Sentry mode times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 120 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 12 days, then re-enters Aware mode.

NOTE: Sentry mode times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 120 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 12 days, then re-enters Aware mode.

NOTE: Sentry mode times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 120 minutes, then re-enters Aware mode.

NOTE: Sentry mode times out after about 12 days, then re-enters Aware mode.

NOTE: Sentry mode times out after about 2 hours, then re-enters Aware mode.

NOTE: Sentry mode times out after about 20 minutes, then re-enters Aware mode.
Even if you interact with your Roboboa once the alarm is set, he’ll interrupt whatever he’s doing to play the alarm. If you need your robot to remind you to go somewhere in two hours (for example), you can still use him as a light or for fun and he’ll remember to activate his alarm.

**Note:** To clearly your alarm, wake your Roboboa by pressing Stop, then press Reset (hold the Tail/Head button for more than 2 seconds), or execute a Shutdown command (hold the Mode button then press the Stop button within 2 seconds), or power your robot off from the power button in his tail.

When his alarm goes off, you can turn him off or Stop by pressing any Mode button.

### Sleep mode

Put Roboboa to sleep so you can carry him around and all his programs and alarm settings will be remembered.

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>Press and hold the Explore button for more than 2 seconds</td>
<td>Roboboa yawns and then folds himself into his sleep position.</td>
</tr>
</tbody>
</table>

**CAUTION:** If you have set an alarm, he will wake up on his own, so do not position him where he will hit things upon waking.

**Note:** If left asleep for more than 24 hours, he will enter Shutdown mode and all programs and settings will be lost unless you have pressed Daily. (See page 15)

### Guard modes

Roboboa can be used as a vigilant guard that can “protect” your desk, shelf, or doorway. Guard mode scans a room from left to right at about 45 degrees on the surface or floor.

To activate the Guard mode, press the Guard button. When your Roboboa enters guard mode, he first “loads” himself up, then starts to scan the room for objects.

The following table outlines the Guard mode functions from the remote controller:

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guard</td>
<td>Press the Guard button</td>
<td>NOTE: This function times out after about 2 hours, then re-enters Aware mode.</td>
</tr>
</tbody>
</table>

- Sentry: Press and hold the Guard button for more than 2 seconds
  - A spin-in-place-shooting mode, your robot scans the nearby area for intruders and objects. Anything that falls within several feet of his face gets ray-beamed.
  - 12 shots, he reloads himself and starts to spin the other way
  - Sentry mode times out after about 20 minutes, then re-enters Aware mode.

- Patrol: Hold the Mode button then press the Guard button within 2 seconds
  - A moving patrol robot that scans around the area, anything that comes within several feet of his face gets ray-beamed.
  - After 4 shots, he turns around and rotates into another direction.
  - Patrol stops after about 10 minutes, then re-enters Aware mode.

### Demo mode

The following outlines the Demo function from the remote controller:

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demo function</td>
<td>Press the Demo button</td>
<td>Roboboa will perform a demonstration showing his party animal side! Be sure to put on large, smooth footwear, and enjoy!</td>
</tr>
</tbody>
</table>

### Party mode

The following outlines the Party function from the remote controller:

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Party button</td>
<td>Press and hold the Demo button for more than 2 seconds</td>
<td>Turns Roboboa into your own Disco Marquee Light suitable for parties or just attracting attention. Times out after about 20 minutes and re-enters Aware mode.</td>
</tr>
</tbody>
</table>

### Volume control

The following outlines the Volume control function from the remote controller:

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Volume control button</td>
<td>Hold Mode then press the Demo button within 2 seconds</td>
<td>Cycles the Roboboa master volume from Loud, to Medium, to Soft, to Off with every button press. Can be cleared to Loud by powering your robot off or with the remote control Reset function (see page 14)</td>
</tr>
</tbody>
</table>

### Program function

The following outlines the Program function on the remote controller:

<table>
<thead>
<tr>
<th>Function</th>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program function</td>
<td>Press and hold the Execute button for more than 2 seconds</td>
<td>Enters program mode</td>
</tr>
</tbody>
</table>

### Programming Roboboa

You can program your Roboboa with a sequence of up to 40 steps. He’ll remember exactly what you program him to do, and afterwards, he’ll repeat the same thing back to you.

### Program mode

While programming your robot, be sure you are pointing the remote directly at the robot’s face for each step. This will ensure that your program steps are properly recorded as he moves around.

As you enter functions, the robot will execute that function and play ‘a’ beep at the end to confirm that it has been stored. You cannot move on to program the next step until the “beep” sound completes. The maximum number of program steps is 40. If you fill up the program memory, Roboboa makes a sound, automatically saves your program, and executes it.

**NOTE:** Every time you enter Program mode, the Roboboa puts you at the end of the last program entered. This allows you to fine-tune long programs easily using the Back function (see next page) or add new commands to your previous programs. During Program mode, press the Execute button at any time to store your program and also execute your routine. Do not press Stop to end programming. Stop is just stored as a half-second delay in your program sequence.
You can press your robot from Aware mode by pressing the Reset button, or powering your robot Off then back On. He will not remember his program if powered off.
- Functions like Forward, Backward, Left turn, Right turn, Track, Explore, Guard, Sentry, Patrol, Party, and Safety only save and execute for about 10 seconds in Program mode.
- Functions like Reset, Alert, Sleep and Test only execute their animations. They do not change any of the robot’s Aware mode functions. (The Daily function is a good command for quickly resetting the robot to default position during Program mode, but it is not stored as a program step.)

**Conditional programming:**
There are two special functions - *Hold* and *Safety* that are reserved as "conditional" program commands.

- **Hold**: If it’s dark when this step is reached, then the program moves on to the next step when it gets dark on the sensor.
- **Safety**: If it’s light when this step is reached, then the program moves on to the next step when it gets light on the sensor.

This allows you to set up programmed games with your robot so he won’t activate until you shine a flashlight on him, or until the sun goes down, or a room light comes on, or someone walks in front of his face.

A container for your robot may be placed in the default position to work, and he’s just trying to align himself with a slice noise. Your robot will return to the last physical position he was in before the cleared step was entered.

**Program play function**
The following outlines the Program Play function on the remote controller:  
 *
- Hold Mode then press the Execute button within 2 seconds 
- Execute the stored program, or, if no program has been entered, Roboboa will show confusion.

**Troubleshooting guide**
Q: Where is the best place to use my Roboboa?
A: In Aware, Guard, Alarm, Track, Scan, Hold, or Party mode your robot is safe to put on a table or shelf. However, be careful with commands like Explore, Sentry, Program, Demo, or Patrol as he won’t be able to always detect table edges before he falls off.

- **Hold Mode then press the Execute button within 2 seconds**
- Execute the stored program, or, if no program has been entered, Roboboa will show confusion.

**Function** |
<table>
<thead>
<tr>
<th>Button combination</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Back</td>
<td></td>
</tr>
<tr>
<td>Hold Mode then press the Execute button within 2 seconds</td>
<td>Clears the last step in your program with a slice noise. Your robot will return to the last physical position he was in before the cleared step was entered.</td>
</tr>
<tr>
<td>You can use this button to remove as many program steps as you want.</td>
<td></td>
</tr>
<tr>
<td>NOTE: If you are at program step one, you’ll hear an error noise.</td>
<td></td>
</tr>
<tr>
<td>Program play function</td>
<td></td>
</tr>
<tr>
<td>Press the Execute button</td>
<td>Executes your stored program, or, if no program has been entered, Roboboa will show confusion.</td>
</tr>
</tbody>
</table>

**Support**
If you have questions that are not answered in this manual, refer to the Roboboa support site: <a href="www.roboboaonline.com" target="_blank">www.roboboaonline.com</a>

**Q:** Sometimes he can’t stay in the positions I move him, what’s wrong?  
**A:** Like any snake-like creature, there are some positions where he cannot hold up his whole body length. Experiment with the directional pad and the Tail / Head button to find positions where he’s nice and stable.

**Q:** If my Roboboa performs an unexpected function, what do I do?  
**A:** Reset him by pressing the ON/OFF button to OFF and then back to ON, or press and hold the Tail / Head button for more than 2 seconds (see page 14).

**Q:** He’s weird. Where did the idea for him come from?  
**A:** The alien thought control messages were very specific.

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**A:** The alien thought control messages were very specific.

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**A:** Reset him by pressing the ON/OFF button to OFF and then back to ON, or press and hold the Tail / Head button for more than 2 seconds (see page 14).

**Q:** Why does my Roboboa sometimes deliberately look away from me?  
**A:** In some modes like Aware, Explore, Sentry, or Patrol, your Roboboa needs to be in the default position to work, and he’s just trying to align himself upright. Just press the mode button on his head and he’ll stop struggling.

**Q:** Sometimes he can’t stay in the positions I move him, what’s wrong?  
**A:** Like any snake-like creature, there are some positions where he cannot hold up his whole body length. Experiment with the directional pad and the Tail / Head button to find positions where he’s nice and stable.

**Q:** Sometimes he can’t stay in the positions I move him, what’s wrong?  
**A:** Like any snake-like creature, there are some positions where he cannot hold up his whole body length. Experiment with the directional pad and the Tail / Head button to find positions where he’s nice and stable.

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Back function / Program play function

You can clear your program from Aware mode by pressing the Reset button, or powering your robot Off then back On. He will not remember his program if powered off.  
Functions like Forward, Backward, Left turn, Right turn, Track, Explore, Guard, Sentry, Patrol, Party, and Safety only save and execute for about 10 seconds in Program mode.  
Functions like Reset, Alarm, Sleep and Test only execute their animations. They do not store any part of the robot’s Aware mode functions. (The Daily function is a good command for quickly resetting the robot to default position during programming, but it is not stored as a program step.)

Conditional programming:  
There are two special functions - Hold and Safety that are reserved as “conditional” program commands.  
• When a Hold mode Program Step is reached: Program execution waits until an object passes in front of his face, triggering the Safety Light on, then the program moves on to the next program step.  
• When a Hold mode Program Step is reached: Program execution waits until there is a light level change on the light sensor at the back of the Roboboa’s neck.  
   If it’s light when this step is reached, then the program moves on to the next step when it gets dark on the sensor.  
   If it’s dark when this step is reached, then the program moves on to the next step when it gets light on the sensor.  
This allows you to set up programmed games with your robot so he won’t activate until you shine a flashlight on him, or until the sun goes down, or a roomlight comes on, or someone walks in front of his face.  

Example of a program:
• Hold the Execute button for more than 2 seconds to enter Program Mode.  
• Press and hold the Mode button for more than 2 seconds for Safety mode.  
• Press Mode + Track (Lazer)  
• Press the directional pad inward for more than 2 seconds for Hold mode.  
• Press Mode + Alarm (Test)  
• Press Execute  
   The robot will now shoot something it sees to your left, then to your right, waiting each time for something to pass in front of his face. Then the robot will wait until the room gets dark (or something covers the back of his neck) and play his alarm.

Back function
In a programming sequence, you can see the last step in your program using the Back function on the remote controller:

Function Button combination Description
Back Hold Mode then press the Execute button within 2 seconds Clear the last step in your program with a slice noise. Your robot will return to the last physical position he was in before the cleared step was entered.
You can use this button to remove as many program steps as you want.  
NOTE: If you are at program step one, you’ll hear an error noise.

Program play function
The following outlines the Program Play function on the remote controller:

Function Button combination Description
Program play function Press the Execute button Executes your stored program, or, if no program has been entered, Roboboa will show his confusion.  

Troubleshooting guide
Q: Where is the best place to use my Roboboa?  
A: In Aware, Guard, Alarm, Track, Scan, Hold, or Party mode your robot is safe to put on a table or shelf. However, be careful with commands like Explore, Sentry, Program, Demo, or Patrol as he won’t be able to detect table edges before he falls off.  
He is best used on large, open, smooth surfaces or short carpets. He has trouble holding his balance on thick carpets, beds, or grass.  
WARNING: Do not use Roboboa outside as dirt or sand can clog his mechanisms.

Q: When I carry my Roboboa, why does he sometimes deliberately look away from me?  
A: In some modes like Aware, Explore, Sentry, or Patrol, your Roboboa needs to be in the default position to work, and he’s just trying to align himself upright. Just press the mode button on his head and he’ll stop struggling.

Q: How can I use him as a regular desk light?  
A: In Sentry, Patrol, Party, or Safety mode your robot is safe to be in the default position to work, and he’s just trying to align himself upright. Just press the mode button on his head and he’ll stop struggling.

Q: Why does my Roboboa sometimes deliberately look away from me?  
A: In some modes like Aware, Explore, Sentry, or Patrol, your Roboboa needs to be in the default position to work, and he’s just trying to align himself upright. Just press the mode button on his head and he’ll stop struggling.

Q: Sometimes he can’t stay in the positions I move him, what’s wrong?  
A: Like any snake-like creature, there are some positions where he cannot hold his whole body length. Experiment with the directional pad and the Tail / Head button to find positions where he’s nice and stable.

Q: If my Roboboa performs an unexpected function, what do I do?  
A: Reset him by pressing the ON/OFF button to OFF and then back to ON, or press and hold the Tail/Head button for more than 2 seconds (see page 14).

Q: He’s weird. Where did the idea for him come from?  
A: The alien thought control messages were very specific.  

Troubleshooting guide / Support
If you have questions that are not answered in this manual, refer to the Roboboa support site: www.roboboaonline.com
CAUTION
Changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

NOTE
This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or experienced radio/TV technician for help